DoD's Critical Technologies
(Defense Technology Area)

1. **Aerospace Propulsion and Power** -- technology directed toward propulsion and power systems for aircraft, missiles, and space vehicles in four major sub-areas: 1) gas-turbine propulsion systems for aircraft and cruise missiles; 2) propulsion systems for space and missile systems; 3) ramjet, scramjet, combined cycle propulsion systems for missile and space-launch systems and fuels; 4) non-propulsive power generation systems for aircraft, missiles, and space vehicles.

2. **Air Vehicles/Space Vehicles** -- Air vehicles: technology of aeromechanics, flight controls, subsystem, air vehicle structures in fixed wing vehicles, rotary wing vehicles, unmanned air vehicles, and system integration technology. Space Vehicles: technology oriented toward the spacecraft bus, technologies unique to space and the military and their implementation through flight experiments in the following sub-areas: 1) thrust producing engines and devices for space launch, orbit transfer, and maneuver; 2) generation and distribution of electrical power on-board spacecraft; 3) thermal management for all satellite applications; 4) structures focused on adapting advanced materials and structures produced in basic research for space applications; 5) survivability focused on "environments" (both natural and hostile) and "techniques" (including active and passive approaches); 6) guidance, navigation, and control for the launch from earth, earth orbit and free space; 7) technology integration focused on adapting products of other technology areas to space systems; 8) flight experiments which focus on space qualification and transfer of technology to the military and civilian space communities.

3. **Battlespace Environments** -- study, characterization, prediction, modeling, and simulation of the terrestrial, ocean, lower atmosphere, and space/upper atmosphere environments to understand their impact on personnel, platforms, sensors, and systems; enable the development of tactics and doctrine to exploit that understanding; and optimize the design of new systems.

4. **Biomedical** -- yield superior technology in support of the DoD mission to provide health support to U.S. military forces by preserving the combatant's optimal mission capabilities and health despite battle and non-battle threats from military operations. Medical research programs must be conducted for the benefit of mankind and many are regulated by the U.S. Food and Drug Administration.

5. **Chemical and Biological Defense** -- U.S. forces must be prepared for conflict in a chemical and biological environment in a Global Reach concept. The CB defense technology area includes four major subareas: 1) detection; 2) protection; 3) decontamination, and 4) information processing and dissemination.

6. **Clothing, Textiles and Food** -- focuses on protecting and sustaining soldiers, sailors, airmen, and marines, individually and collectively. This technology includes two sub-areas: 1) Clothing and textiles - includes all textile-related polymer, fiber, yarn, fabric, film, dye, pigment, coating, and clothing systems and their packaging which enhance survivability, performance, and mobility. These efforts provide ballistic protection, percutaneous chemical/biological protection, countermeasures to sensors, integrated protection (flame/incendiary and anthropometric/biomechanical concepts), and bioengineered materials for protection. This subarea includes textile based technologies for items such as tentage and parachutes. 2) Food -- includes science and technological efforts to sustain warriors and enhance their mental and physical acuity and performance by nutritional performance enhancement, food preservation, food packaging, consumer acceptance, and equipment and energy technologies. This technology area supports the unique feeding requirements of the military services ranging from general purpose individual rations to group ration systems for special operations.

7. **Command, Control and Communications (C3)** -- area encompasses C3 systems of all types: data processing hardware and software dedicated to operational planning, monitoring or assessment (including information fusion), distributed processing, distributed data storage, and distributed data management. **NOT INCLUDED:** general purpose computer hardware and high performance computers, general purpose software, languages, software engineering, environments, and communications and processing elements considered subsystems in vehicles.

8. **Computing and Software** -- push the frontiers of advanced information technology beyond that normally achieved by the commercial sector alone, to enable creation of broad range advanced information processing systems of critical value in support of the missions of the DoD. This area is separated into six broad subareas: 1) system software; 2) software and systems development; 3) intelligent systems; 4) user interface; 5) computing systems and architecture; and 6) networking.

9. **Conventional Weapons** -- develop conventional armament technologies for all new and upgraded non-nuclear weapons which includes efforts directed specifically toward non-nuclear munitions, their components, and launching systems, guns, bombs, guided missiles, projectiles, special warfare munitions, EOD devices, mortars, mines, countermine systems, torpedoes, and underwater weapons and their associated combat control. There are six major sub-areas: 1) fuzing/safe & arm; 2) guidance and control; 3) guns; 4) countermine/mines; 5) warheads and explosives; and 6) weapon lethality/vulnerability.

10. **Electronics** -- extends from basic research to applications at the subsystem level. The electronics technology area includes research, development, design, fabrication, and testing of electronic materials; electronic devices, including digital, analog, microwave, optoelectronic, vacuum and integrated circuits; and electronic modules, assemblies, and subsystems organized into five sub-areas: 1) RF components; 2) electro-optics; 3) microelectronics; 4) electronic materials; and 5) electronic models and subsystems.

11. **Electronic Warfare/Directed Energy Weapons** -- Electronic Warfare: Develop technology for the offensive and defensive application of EW which includes efforts in intercept, counter, and exploit the complex threat weapons spanning the entire electromagnetic spectrum, including radio frequency (RF), infrared (IR), electro-optic (EO), ultraviolet (UV), and multispectral/multimode sensors. Electronic Warfare is divided in three subareas: 1) force protection; 2) Offensive EW; and 3) EW support functions. Directed Energy Weapons: Technologies relate to the production and projection of a beam of concentrated electromagnetic energy or atomic/subatomic particles. The DEW technology is divided into three sub-areas: 1) laser weapons; 2) RF weapons; and 3) particle beam weapons.

12. **Environmental Quality/Civil Engineering** -- Environmental Quality: technologies which reduce the costs of DoD operations while ensuring mission accomplishment is not jeopardized by adverse environmental impacts. There are four sub-areas: 1) cleanup of contaminated sites resulting from DoD operations; 2) compliance with laws concerning the treatment and disposal of hazardous waste products; 3) pollution prevention; 4) conservation of natural and cultural resources. Civil Engineering: technology efforts to solve critical DoD civil engineering problems related to training, mobilizing, deploying, and employing a force at any location at any time. This technology area includes survivability and protective structures, airfields and pavements, conventional facilities, critical airbase facilities and recovery, ocean and waterfront facilities and operations, sustainment engineering, and fire fighting.

13. **Human Systems Interface** -- technology fully leverages and extends the capabilities of warfighters and maintainers to ensure that fielded systems will exploit the fullest potential of the warfighting team, irrespective of gender, mission or environment. This technology is organized into four areas: 1) crew systems integration and protection; 2) performance aiding; 3) information management and display; and 4) performance assessment and design methodologies.

14. **Manpower, Personnel and Training** -- Manpower and personnel technology addresses the recruitment, selection, classification, and assignment of people to military jobs. It seeks to reduce the attrition of high-quality personnel and helps the senior department leadership to predict and measure the consequences of policy decisions. Training systems technology improves the effectiveness of DoD's investment in training instruction, improves the efficiency of student flow through the training pipeline, enhances military training systems, provides opportunities for skill practice and mission rehearsal, and lowers life-cycle costs of training systems and combat systems.

15. **Materials, Processes and Structures** -- technologies produce an enabling array of capabilities for every DoD system that flies in air or space, navigates on land or over/under the sea, and fires or is fired upon. MP&S spans all material categories -- metal and intermetallic alloys; ceramics; polymers; composites of all types; semiconductors; superconductors, optical, ferroelectric, and magnetic materials; and materials for power sources.

16. Sensors -- technologies are divided into five major sub-areas: 1) radar sensors; 2) electro-Optic sensors; 3) acoustic sensors; 4) automatic target recognition; and 5) integrated platform electronics and sensors. Applications include strategic and tactical surveillance, identification and targeting of threats from all military platforms including satellites, aircraft, helicopters, ships, submarines, ground vehicles and sites, unmanned air vehicles, unattended ground sensors and the individual soldier.
17. Surface/Under Surface Vehicles/Ground Vehicles -- Surface/Under surface vehicles: technology for improved combat efficiency, survivability, and stealth of surface ships, submarines and unmanned undersea vehicles. Ground vehicles: technologies to support the basic Army and Marine Corps land combat functions: shoot, move, communicate, survive and sustain. Covered here are propulsion and power, track and suspension, vehicle subsystems, hydrodynamics, signature reduction, fuels and lubricants and integration technologies related to land combat vehicles, including amphibious vehicles with a ground combat role.
18. Manufacturing Sciences and Technology (MS&T) -- area is focused on cross-cutting engineering and manufacturing process technologies beyond those developed in conjunction with new product technologies in the other technology areas. Includes ARPA 6.2 and 6.3 programs in information technology for manufacturing applications, Service/DLA manufacturing technology (ManTech) programs, advanced technology demonstrations for affordability, and advanced industrial practices to demonstrate the combination of improved process technology and improved business practices. These programs encompass process technologies at all manufacturing levels (enterprise/factory/cell/machine/unit process).
19. Modeling and Simulation (M&S) -- includes development, integration, and implementation of tools and applications to apply M&S more broadly and with greater validity across DoD. Directly dependent on enabling technologies such as high speed computing, communications and networking, human systems interfaces, and software. Major sub-areas are: 1) architectures (software, data/database methodologies, and interfaces with communications and networks); 2) environmental representations (terrain, weather, atmosphere, space, oceans, and others); and 3) computer generated forces (systems representations, human behaviors, and their interactions).

Note: The above information is a summary of the information contained indocuments "Defense Technology Plan" (DTIC # A285415) and "Defense Science and Technology Strategy" (DTIC # A285414).